

Design Worksheet for Split Second

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1. Which of the possible venues do you think would best suit the play? Circle the one you choose and explain why you think it would work best.

Proscenium is most likely the best type of venue for the play. While the story does focus on the mindset of one character, the play does not really delve into his own mind, but rather focuses on his relationship with his fellow colleagues, his wife, and his father. Therefore, I think proscenium is the best choice since the audience can clearly see the interactions and expressions better that way.

2. What are some of the challenges posed by the play on the scene designer?

The writer specifically requested a lot of light changes and a variety of them, so I think that could pose to be difficult since it is all about timing. Another difficulty might be shifting from sets from apartments to the police station since it'd be hard to minimize the busyness of a police station and shift it to the silence of Val's apartment.

3. Choose a character from the play and suggest how she/he should be dressed. In what ways do you think the costume would help accentuate his/her character.

Clearly Val should almost always be in his uniform since he is a police officer on duty most of the time. When he is not in his uniform, he should be in street clothes that are still very professional such as button-up shirt tucked in, and his badge plus holster would always be on his side. After the incident, I think he should be a bit more untucked, a bit more loose with his appearance, because it sorta symbolizes a change of being a stickler with his job to now being a bit more "eh" about it due to his rising feelings of anger and frustration towards his job.

4. Provide ideas about the use of light in the play.

I personally see very saturated bi-color schemes for the lights, kind of like Lorde's Green Light music video where the scene is all washed out in a very saturated blue and red. I want the lights to set out the mood and tension, and I think having only a set color scheme of just 2 to 3 colors can accomplish that. For example, the scene when Val is in the bar talking about the incident should be in very warm orange and brown colours but shifts to strong red and blue when he's in his apartment talking to his wife, since he is talking about the incident and his job.

5. Suggest music or sound effects that might be used to suggest the mood or atmosphere of the play and the transitions between parts of the play.

The play specifically asks for wind chimes of a haunting quality, so I think that does imply a sort of silence as well because nothing is creepier than silence. I think for the first scene when Val draws his gun and he's about to shoot Willis, the sounds are getting louder and louder, wind chimes ringing against each other furiously and urban noises in the background, building up, until the shot rings out. Everything is now silent but a faint ringing noise (something like a triangle vibrating out in the quiet) and it's getting louder (but just the one sound) while he makes the quick decision to cover up his tracks. When Val gets up to look at what he's done, the crime he's covering up, there is no sound. Just silence. For various other transitions in the play, just the actual sound effects of a door opening or chair scraping is enough. I don't think the music should be too loud since it might distract from the conversations the characters are having.